GAMEPLAY

Players build Contestant's dating Profiles by adding Traits to them. Players want to build Contestant Profiles that match their own, while sabotaging their opponents' efforts to do the same. Traits are added to Contestants face down, so you'll need to use memory, deduction and Drama cards to find your perfect match. When you think you've made a match, use the Date (action see Available Actions) to reveal any face down traits. Do your profiles match? Smooth move! Now claim the contestant card for yourself – you're that much closer to victory! Or did you just waste your time with a bed-wetting control freak with too many cats? Ouch, better dust yourself off and get back out there!

ON YOUR TURN

Step 1

Draw 2 cards from the Main Deck. Unless you have 0 cards in your hand then you must draw 5 cards.

Step 2

Take up to 3 Actions. Actions can be performed in any order and you may use the same action multiple times during one turn.

Step 3

If you have more than 7 cards in your hand, then discard down to 7.

AVAILABLE ACTIONS

Play a Card into a Contestants Profile

Play a Traits or Red Flag face down into a Contestants Profile. Contestants can have a maximum of three cards (face up or down) in their Profile at once.

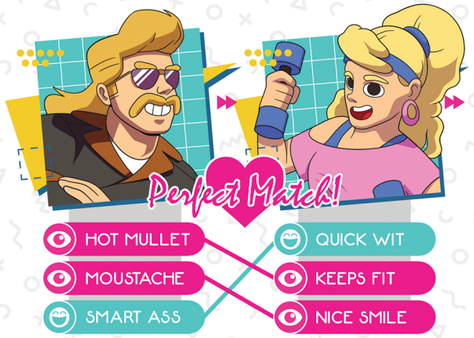
Reveal

Choose a facedown card in a Contestant Profile, flip it over, and leave it that way for everyone to see. If you reveal a Red Flag, move it to the area of the table above the Contestant, creating space for a new card to be played in its place eventually.

Play a Drama Card

Resolve the effects as described on the card, then discard it.

Date



If a Contestant has 3 cards (face up or down) in their Profile, you may Date them as an action. Nominate the Contestant you are Dating and reveal any face down cards in their Profile. If their profile matches yours (i.e. they have identical Traits in type and number, see the above graphic), then the Date is a success! Move the Contestant and any Red Flags they have to the area on the table in front of you and discard the Trait cards in their profile. Contestants you possess contribute their Heart value (minus Red Flags) to your score and allow you to perform their unique action. Draw a new card from the Contestant Deck – there should always be three face up Contestants in the centre of the table. If the profile is not a match, then the Date has failed. All Trait cards remain face up and you cannot make any more actions this turn. Note that if you reveal a Red Flag when performing a Date action, the Date will always fail, as the Contestant will no longer have 3 Traits and therefore cannot match a Player Profile.

Contestant Action

If you have Wooed a Contestant (successfully Dated them, and you now possess that Contestant card), you may now use the action described on their card.

GAME END

The game ends when a Player possesses a certain number of Hearts (being sure to subtract 1 Heart for each Red Flag)

- 2 player goal : 8 Hearts
- 3 player goal : 7 Hearts
- 4 player goal : 6 Hearts

The game also ends if a Player is required to draw a card from the Main Deck or from the Contestant Deck and they cannot because the deck is empty. In this case, the game ends immediately; the current Player does not complete their turn. The Player with the most Hearts (again, remember to subtract Red Flags) is the winner. In the case of a tie, the Player with more Contestants is the winner. In the rare event Players are still tied... why not play another round?